

IN THE CLAIMS

This listing of claims will replace all prior versions, and listings, of claims in the application:

Listing of Claims:

1.-33. (Cancel)

34. (Currently amended) A video game controller in communication with a computing device, comprising:

a microphone affixed to the video game controller, the microphone configured to detect an audio signal that includes a target audio signal in a far field relative to the microphone and disturbance noise in a near field relative to the microphone;

logic ~~configured~~ to process the audio signal, the logic including,

logic for executing signal decorrelation on the audio signal, the signal decorrelation acting to flatten the target audio signal while magnifying the disturbance noise;

logic for down sampling the decorrelated audio signal;

detection signal logic ~~configured~~ to generate a detection signal through application of an even ordered derivative to the decorrelated and down sampled audio signal; and

disturbance cancellation logic for removing ~~configured to remove~~ disturbance noise from the audio signal through analysis of the detection signal.

35. (Original) The video game controller of claim 34, wherein the disturbance cancellation logic includes,

logic for identifying if a signal sequence of the disturbance noise is associated with the target audio signal.

36. (Currently amended) The video game controller of claim 35, further comprising multiple microphones, wherein each of the multiple microphones is defined ~~configured~~ to independently identify whether the disturbance noise is above a threshold level.

37. (Currently amended) The video game controller of claim 34, wherein ~~the detection signal logic includes, the downsampling logic configured to reduce~~ the down sampling reduces an amount of data associated with the detection signal, as compared to the audio signal, by a factor of ten.

38.-44. (Cancel)